THE SHATTERED ALLIANCE™

PLAYER INTRODUCTION CARD

HOW TO OPERATE THE GAME

You will boot this game much like any regular Apple disk. It will run with DOS 3.2 or DOS 3.3 without problems, but those players with the PASCAL system will have to use the BASICS disk to boot the disk. Once booted, the game will display a menu which gives a choice of games to select. You are given the choice of starting 1) a new fantasy or historical scenario, 2) restarting an old game, or 3) creating a new scenario. You may also view the different unit symbols in order to familiarize yourself with the types of units available (see Unit Types in the rulebook).

The game shifts to a different menu when you select a new scenario. You now select which scenario you wish to play; either one of the four fantasy scenarios (Key 1-4) or one of the historical scenarios (Key 5-7). The program will load and then the computer will display the armies selected.

The armies are displayed on the screen one at a time, in their order of battle. Each unit type and tribe is displayed as well as each unit's training class, weaponry and numerical strength. After this display leaves the screen, you will be able to select whether you wish to play a solitaire or two-player scenario. The computer will ask you to name the commander of each army. If you press Key "C" for the name of one of the commanders, that side will be played by the computer. You will also be asked if you wish to have the morale and combat calculations printed in full detail. Press Key "Y" to accomplish this.

The disk drive will load the battle program and then ask which map scale you wish to see, strategic or tactical. Press Key "S" for strategic or Key "T" for tactical. If you select the tactical map, the computer will ask you which row and which column you wish to start with. The computer will print the tactical map, with a square display in the lower right hand corner. The larger square represents the strategic map, the small rectangle represents the tactical map, which is placed relative to its position on the strategic map. The units are represented on this indicator by small dots. The tactical map also has scrolling capabilities; by pressing Key "U" for up, "D" for down and the arrow Keys for left, and right, you will be able to fine tune your tactical map position for optimum play.

We suggest you use the strategic map for planning your battle, deploying troops and examining terrain. It is best used for an over-all view of the battle. Select the tactical map for combat (especially fire combat) and maneuver. Combat is much easier with the tactical map, as you can judge distances and positions better than with the strategic map. The display choices make the game much easier to play.

Once you choose the map which suits you, the computer will allow both players to move all of their units, one side at a time. After this, the computer calculates when each unit should be moved and displays it for movement at the appropriate time. At any time-point (time-point counter is located in the upper-right corner inside direction guide), any number of units can move subject only to their movement allowance.

To move a unit, simply check the movement indicator in the upper-right corner to determine which direction you want to move the unit. Then press the appropriate key (Keys 1-6) for the direction in which you want the unit to move. If you don't want the unit to move, press Key 0. Pressing the space bar will move the unit in the same direction as its last move. The unit's last move is displayed at the bottom-center of the screen, below the countdown timer.

Now that you have pressed one of the keys 1 to 6 and moved your first unit, move the rest of your units in the same manner. You will find it very easy to maneuver your units to effectively attack the enemy.

At the beginning of the game, you will be allowed to move every unit in your army once. After this initial move, your units will move according to their type and the terrain on which they sit.

Now that you're able to move your units, let's look at combat. Since the object of the game is to defeat the opposing army, you must attack it. There are two methods of attack: Fire combat and Melee combat. Fire combat is done at a distance with missile weapons;

melee combat is done with hand-held weapons when your unit is next to the enemy.

To attack a unit with fire weapons, your unit must be equipped with missile weapons and you must be in range of the opposing unit. Press Key F to fire on the opponent; the computer will ask you which you wish to fire. If you have made a mistake and cannot fire, press Key Q to abort the command. If not, indicate the direction in which you wish to fire. With fire weapons that have a range greater than one hex, you will have to indicate the direction for each hex of distance to the target unit.

The detail display, if selected, and the battle report will be displayed on the screen. Note that if the opposing unit cannot return defensive fire, the attacker will suffer no casualties.

To melee attack an opponent, simply press Key A and the computer will ask you which direction you wish to attack. Press Keys 1-6 for the appropriate direction or Key Q if you wish to abort your attack. The computer will display the combat factors if you have selected the detail display option at the beginning of the game. Otherwise, the computer will jump to the battle report. This gives you the beginning and ending strengths of both units, the victory result and an indication of which unit has routed, if any.

If you wish to use magic, simply press Key S. The computer will ask you which one of four spells you wish to cast: Blade Enhancer, Shield, Haste or Courage. After you select the spell, it will ask how many spell points you wish to use. Enter the number and the spell will take effect. Remember, not all scenarios have magic.

To save the game, press Key E and the computer will instruct you in the procedures necessary. You must have a fresh uninitialized disk available to store your program.

If you have any questions about the game, send a SASE to SSI, 465 Fairchild Drive, Suite 108, Mountain View, CA 94043 or call (415) 964-1353. Good luck and enjoy the game!

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